2012 UNIVERSITY ANNUAL LEARNING & TEACHING CONFERENCE

2012 & Beyond

Theme: the Hull Graduate	11:10 – 11:50

Increasing Employability of our graduates
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Abstract:

This presentation will introduce and explore some of the initiatives introduced into Computer Science that seek to improve the employability skills of our graduates. Many of these are transferrable to other disciplines.

We will describe extra-curricular activities such as collaboration with the careers service, events such as invited speakers and selection workshops by employers as well as competitions that we have supported to give our students true *value added*.

One particular example of this will be the 3 thing 24-hour (+1) game development challenge, where over 80 students volunteered for a night in the Robert Blackburn building over Halloween to produce computer games.

We will also demonstrate some of the ways in which existing materials – such as the physical sciences employability site – can be cloned and then tailored to fit other disciplines to provide a resource for students.

We will also illustrate some of the ways in which PDP and careers skills can be embedded and exposed within the curriculum, through formative and summative assessments and in ways that can complement and enhance the existing personal supervisor scheme.